AWS 기반 게임 개발자를 위한 안내서 – 3부. 게임 개발 및 운영을 위한 유용한 AWS 서비스

<https://aws.amazon.com/ko/blogs/korea/useful-aws-services-for-game-development-and-operation/>

Amazon Web Services 한국 블로그

Category: Game Development

https://aws.amazon.com/ko/blogs/korea/category/game-development/page/2/

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1. 서버 만들기 – EC2 or RDS(관리형 데이터베이스)
2. 회원가입 및 로그인-AWS Cognito사용하기

https://docs.aws.amazon.com/ko\_kr/mobile/sdkforunity/developerguide/getting-started-unity.html

1. 데이터베이스 구축하기

Dynamo DB or MySql or NoSql 사용하기

* 서버리스 Lambda고려해보기

: <https://github.com/channy/aws-lambda-zombie-workshop/blob/master/README-ko.md>

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4) AWS .NET SDK를 통해 게임 개발 시작하기

: <https://aws.amazon.com/ko/blogs/korea/how-to-integrate-the-aws-net-sdk-for-games-using-csharp/>

How to integrate the AWS .NET SDK for games using C#

: <https://aws.amazon.com/blogs/gametech/how-to-integrate-the-aws-net-sdk-for-games-using-csharp/>

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